port are located at each edge of said [square] geometric shape to provide eight (8) possible internal routes within the geometric [square] shape as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the top edge of the [square] geometric shape,

(ii) the input port at the left edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

(iii) the input port at the right edge of the [square] geometric shape connects to the output port at the bottom edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric shape connects to the [input] output port at the left edge of the [square] geometric shape, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

(ii) the input port at the left edge of the [square] geometric shape connects to the output port at the top edge of the [square] geometric shape,

(iii) the input port at the right edge of the [square] geometric shape connects to the output port at the left edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric shape connects to the output port at the bottom edge of the [square] geometric shape.

23. An electronic game device comprising:

a. a housing for the device[,];

b. means for generating a plurality of [codes, hereinafter referred to as] operating codes[,];

c. a plurality of entry control means[,];

d. a plurality of routing means defining a respective plurality of playing positions on the surface of said housing, each of said routing means being actuable by said entry control means to route said operating codes within the device[,];

e. means to pictorially represent a plurality of images[, wherein each of said plurality of playing positions is indicated to provide] at a plurality of display positions, each of said display positions [is used to indicate] being capable of indicating any of said plurality of images[,];

f. means to generate a plurality of [codes, hereinafter referred to as] display codes[,] from said plurality of operating codes[,];

g. means to route said display codes to said display positions in accordance with the determination of said routing means[,]; and

h. means to activate each of said image presenting means at each of said plurality of display positions to provide a pictorial representation of the received display code[,

i. means for varying the level of difficulty of any particular game, and

C1

j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of entry control means, a plurality of sensorially perceptible indications each of which is different from said first sensorially perceptible indication and corresponding to each of said plurality of images being displayed at all display positions, and a sensorially perceptible indication corresponding to the successful completion of a game].

Cont.

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42. An electronic game device as recited in claim 35 wherein said programming means provide the routing functions of a plurality of routing means each of which is depicted as a two-dimensional geometric [square] shape having four edges and comprises binary switching means and [further comprises eight (8) ports (]four input ports and four output ports[)] which are depicted to be located at the four (4) edges of the corresponding geometric [square] shape such that one input port and one output port are located at each

edge of said [square] geometric shape to provide eight (8) possible internal routes within the geometric [square] shape as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the top edge of the [square] geometric shape,

(ii) the input port at the left edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

(iii) the input port at the right edge of the [square] geometric shape connects to the output port at the bottom edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric shape connects to the [input] output port at the left edge of the [square] geometric shape, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

(ii) the input port at the left edge of the [square] geometric shape connects to the output port at the top edge of the [square] geometric shape,

(iii) the input port at the right edge of the [square] geometric shape connects to the output port at the left edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric shape connects to the output port at the bottom edge of the [square] geometric shape.

43. An electronic game device as recited in Claim 23 wherein each of said plurality of routing means is depicted as a two-dimensional geometric [square] shape having four edges and comprises binary switching means and [further comprises eight (8) ports (]four input ports and four output ports[)] which are depicted to be located at the four (4) edges of the corresponding geometric [square] shape such that one input port and one output port are located at each edge of said [square] geometric shape to provide eight (8) possible internal routes within the geometric [square] shape as follows:

CC2

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the top edge of the [square] geometric shape,

(ii) the input port at the left edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

(iii)the input port at the right edge of the [square] geometric shape connects to the output port at the bottom edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric shape connects to the [input] output port at the left edge of the [square] geometric shape, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the [square] geometric shape connects to the output port at the right edge of the [square] geometric shape,

CC2

(ii) the input port at the left edge of the [square] connects to the output port at the top edge of the [square] geometric shape,

(iii) the input port at the right edge of the [square] geometric shape connects to the output port at the left edge of the [square] geometric shape, and

(iv) the input port at the top edge of the [square] geometric square connects to the output port at the bottom edge of the [square] geometric shape.

REMARKS

In a telephonic communication of June 12, 1997, Examiner O'Neill reported that several issues have been identified in connection with the present previously-allowed reissue application. Examiner O'Neill recommended that they be addressed by the submission of a further Supplemental Amendment in which the claims in which issues have arisen be recited, and that a further Declaration of the inventor relating thereto be prepared.